

Name	Description	Effort (estimated)
Compare Cards	Cards need to be able to be compared against one another	Low
Turn Order	Specific "turn" order for players (2, 3, 4+)	Low
Special Cards	Logic for special cards (+2, skip, reverse turn order)	Medium
Wild Cards	Wild card logic - Picking colors, +4. Need a way for user to pick colors and bots to pick colors	Medium
Uno Against	Calling Uno when player has 1 card results in them drawing	High!
Uno Self	Calling Uno when you have 1 card protects from being called on	Medium
Deck	Some sort of deck to draw cards from (finite?)	Low
Visual Cards	A way to visually represent cards on screen	Medium
Player hand	A way to store a 'player hand' (array?)	Low
Competition Info	A way to visually represent other players and bots (number of cards they have, name)	Low
On Screen Info	Automatically updating info on screen	Low
Bot Logic	"Bot Logic", bots play independently w/o user input besides the card they play normally	Medium
Multiplayer	Multiplayer, local or hosted? Multiplayer with bots?!	High!
Rule Sets	Multiple rule sets? Options at beginning possibly	High!